



The City of Dayton Recreation & Youth Services
Official Coach Pitch League Rules
Ages 7-8



The rules for this division will be the rules of OHSA baseball except for the following:

1. The purpose of this league is to teach the boys and girls the fundamentals of baseball, fair play, discipline, and good sportsmanship.
2. Age cut-off date is May 1st (a child who turns 9 before May 1st will not be permitted to play).
3. Players must furnish their shoes and gloves. No steel spikes are permitted, but rubber cleats on molded soles are preferred. Complete league issued game uniforms must be worn for all games. No exceptions.
4. Games will be 6 innings in length. Games that are tied at the end of 6 innings will be continued until a winner is determined.
5. No new innings are allowed to start after the 1.5 hours limit is reached. The home team will always be allowed their last at bat if not leading after 1.5 hours.
6. An official game shall be recognized at the end of 3 innings. Any game called after this due to rain will be considered complete.
7. No manager, coach, player or parent shall display unsportsmanlike conduct – intimidation, cursing, calling of names, or excessive and unnecessary yelling at players, managers, coaches, umpires, etc. Penalty shall be ejection from the game after 1 warning per game.
8. Any manager, coach or player ejected for unsportsmanlike conduct or language will be disqualified from the next game scheduled.
9. Any dispute with an umpire call should be handled by the manager only. Any assistant coaches, players or parents disputing an umpire's call will be ejected from the game after 1 warning per game.
10. Any manager, coach, player or parent ejected from a game is required to leave the park. Failure to do so will result in a forfeiture of the game.
11. The home team will occupy the third base line bench and will be responsible for supplying the game ball, and act as the official score keeper.
12. An at bat will end if 3-outs have been made or the offense has scored 5 runs, except in the last inning which has no run limit.
13. The fielding team makes the safe/out calls at third base and home plate. The batting team makes the safe/out calls at first base and second base.
14. If a batter is out of the batter's box when hitting, they will be automatically called out. Also, a batter who throws his bat will be out after 1 warning per batter per game.

15. Base runners are not permitted to leave base until the ball is hit. If this occurs the runner will be out and the batter will bat again.
16. Games may be played with at least nine (9) players. If each team has only nine (9) players the game will proceed as normal. If a tenth (10th) through twelfth (12th) player arrives they will be inserted into that position. If a team at "ANY" time has only eight (8) players they will forfeit the game.
17. Each team will field 10 players when possible with 4 of the players being in the outfield.
18. Each batter will get 6 pitches or 3 swings before being called out. There are no walks. Players cannot be called out if they foul off the 6th pitch or the 3rd swing.
19. Each batter is allowed 2 counsels from their manager/coach while batting and the managers/coaches are not allowed to have contact with their batter. If a manager/coach touches a base runner while running the bases, the player is automatically out.
20. Runners may advance one additional base on overthrown balls to any base.
21. A runner advancing to the next base and the fielder has possession of the ball waiting to apply the tag; the runners must slide or give themselves up and avoid unnecessary contact.
22. No head first slides.
23. All players who are on the roster and are in good standing must play at least three (3) innings per game. Two (2) of the three (3) innings must be played in the infield. A player in good standing is one who has been to practices or has excused absences.
24. All players who are on the roster and are in good standing will be placed on the batting lineup. A continuous batting lineup will be used. (Everyone bats)
25. Any player failing to stay in assigned batting order will be called out.
26. Free substitution is permitted. A player taken out of the game must remain out for at least one (1) full inning. If put back in, he/she has to replace the person that replaced them and bat in the same batting order he/she was in originally.
27. Outfielders must remain in the grass during their defensive part of an inning. They are allowed to enter the infield to get a ball when it is hit but must be in the grass before the ball is hit.
28. Each infielder must remain within six (6) steps of their fielding position before the ball is hit. Absolutely no infield shifts.
29. If an infielder with possession of the ball calls a timeout, a runner will get the next base if they are more than halfway to that base. If they are turned and are advancing back to a base and timeout is called, they will have to stay at that base.
30. Infielders must be in the infield while calling a timeout. Outfielders cannot call timeout.

31. No Contact: If a defensive player has the ball and is at the base awaiting the base runner, then the base runner must give up, return to the previous base, try to go around or slide to avoid direct contact. If the base runner does not slide and collides with the defensive player, who has the ball and is at the base, then the runner will be out. If in the umpire's judgment any contact was malicious, then the player is out (base runner) and ejected. It is the intent of this rule to not allow unsportsmanlike or dangerous play while sliding or to provide an opportunity for the defensive player to make an out by creating contact. No jumping over the defender is allowed.
32. If a batter or base runner comes in contact with a fair ball, they are out.
33. There will be a 50 ft. base path and 46 ft pitching mound with a 10 foot diameter around the pitching rubber.
34. After all legal players have been used and an injury occurs that requires the injured player to leave the game, the opposing manager will select a player from the bench to replace the injured player. Should the opposing manager refuse to select a player, then the injured player's manager may select the replacement player. The injured player may not re-enter the game and the replacement player will take the place of the injured player in the batting order.
35. If a batter strikes out and the catcher does not catch the ball, the batter will still be called out and will not be allowed to advance.
36. "Run Rule" is in affected after 4 completed innings and a team cannot logistically win. Run Rule: A game will be complete if the home team leads by twelve (12) runs after three and one-half innings, or the visiting team leads by twelve (12) runs after four innings.
37. Coaches must pitch from inside the designated pitcher's circle.
38. The defensive pitcher must remain on the side or behind the pitching coach and the defensive pitcher must always remain in the designated pitching circle until the ball is hit.